8/16-Central

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/ES.CENTRAL.9106

In the root directory you'll find ABOUT.THIS.DISK, which is an editorial. It also includes a complete catalog listing of the disk. DLT8 and DLT16 also live in the root. If you're a IIgs user, launch DLT16 (with GS/OS active) and then you can read all the articles this month simply by clicking the mouse. 8-bit users should launch the program DLT8 from BASIC.SYSTEM (which is also on the disk). DLT8 was created by Karl Bunker. The 16-bit front-end was created by Jay Jennings using HyperStudio and operates under the HyperStudio run-time package.

/ES.CENTRAL.9106/Advertising

For sale, for hire, etc., can be found in CLASSIFIEDS. If you'd like information on running an ad, read the file ADVERTINFO for details.

/ES.CENTRAL.9106/Apple.II/DHR

Dennis Doms and Jay Jennings show how easy it is to load a double hires picture from disk and display it. Includes source code in Applesoft and Merlin assembly language.

/ES.CENTRAL.9106/Apple.II/Dungeons

Walking around a computer dungeon has never been easier. Sparked by a conversation on America Online, this demo program goes into some of the fundamentals of traversing a dungeon. If you'd like to get into game programming on the Apple II, keep watching this space!

/ES.CENTRAL.9106/Apple.IIgs/Game.Design

Artist Ray Ryland brings us a screen full of shapes that can be used in your own arcade-type games. This section includes a challenge that could make you a few bucks, so read the docs.

'S.CENTRAL.9106/Apple.IIgs/CTips

Ken Kashmarek reveals the secrets of using APW/C libraries with the Orca/C compiler.

/ES.CENTRAL.9106/Apple.IIgs/Parsing

Contributing Editor Bryan Pietrzak explains what's needed to parse command line arguments from the Orca shell (and similar shells). Includes all source code (in Orca format) and libraries.

/ES.CENTRAL.9106/Columns/DBMaster

Gary McLaughlin joins us in a series of articles on developing applications with DBMaster Professional and its utilities.

/ES.CENTRAL.9106/Columns

In WHATSNEW you'll read about the latest tools and utilities available for programmers.

/ES.CENTRAL.9106/Columns/HyperLab

A regular column devoted to the technical aspects of HyperStudio, HyperCardIIgs, and any other hypermedia programs that pop up. This month Alain Maisons presents an XCMD for HyperStudio that allows you to do simple animation and screen transitions.

/ES.CENTRAL.9106/MiscInfo

If you'd like to write for 8/16-Central, read the AUTHORGUIDE and ARTICLESWANTED files for special tips. We've also included a listing of previous 8/16 articles in BACK.ISSUES (and info on ordering back issues on disk). Read the CREATEDBY listing to see who helped put this issue together.

/ES.CENTRAL.9106/Q.And.A

Letters to us, answers from us. Write in with a suggestion, comment, or question and become famous. Online Tech-Talk is a collection of questions, answers, tips, and hints, from the online services.

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KansasFest • July 16-21, 1991
Check this issue for all the details on the premiere Apple II programming conference.